

Image Infographie TP

11/11/2022

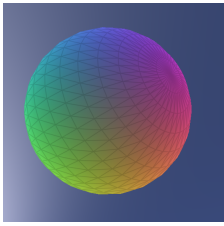
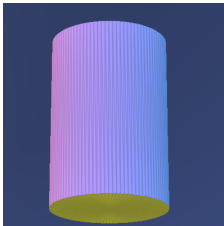
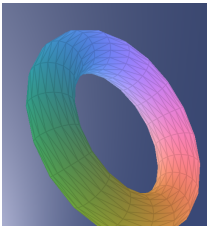
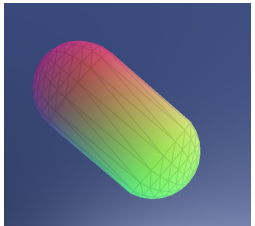
KIARED Siham (p2213168) & BAHADI Imane (p1907992)

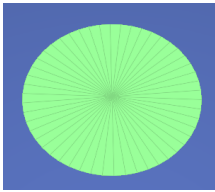
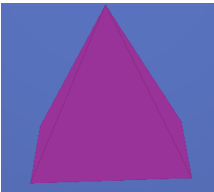
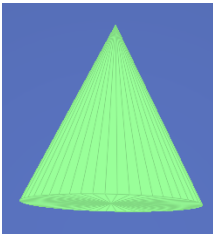

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Lien : <https://forge.univ-lyon1.fr/p1907992/image.git>

Fondamentaux

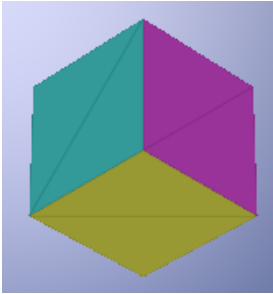
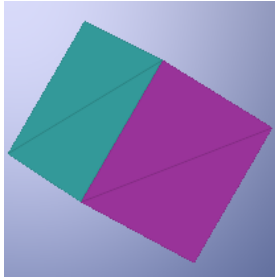
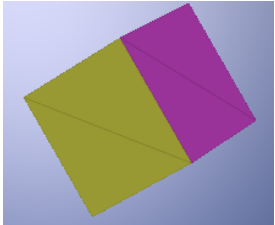
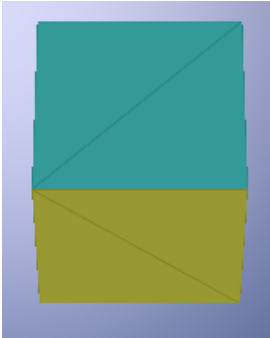
1. Modélisation (formes de base)

	Sphere	Cylindre	Tore	Capsule
Graphique				
Nombre Division	15 disques 40 divisions par disque	2 disques 100 divisions par disque	20 disques 20 divisions par disque	15 disques 16 divisions par disque
Timing	2ms	0.5ms	1.3ms	0.9ms
Nombre Triangles	600	200	760	448
Nombre Vertices	1120	102	400	240

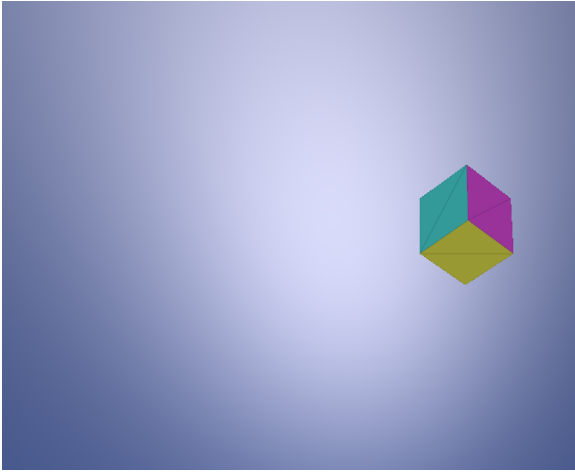
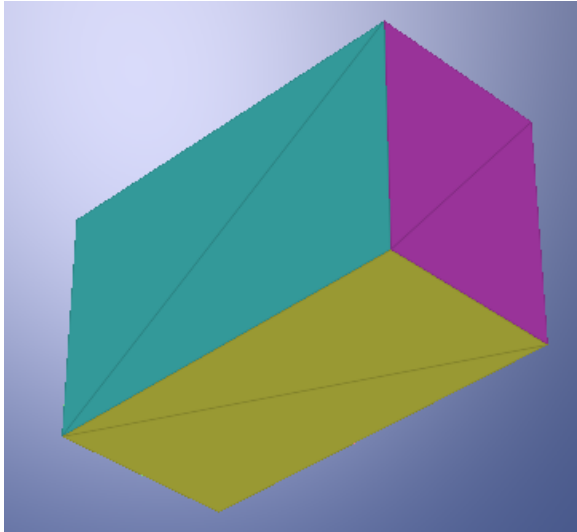
	Disque	Tétraèdre	Cône	Pyramide
Graphique				
Nombre Division	50	/	50	/
Timing	0.1ms	0.3ms	0.1ms	1ms
Nombre Triangles	50	4	100	6
Nombre Vertices	51	4	52	6

2. Transformations sur une Box :

Rotations

Box de base	Rotation sur X (45°)	Rotation sur Y (45°)	Rotation sur Z (45°)
			

Translate et Scale

Translate	Scale
	

Merge

Merge Box & Cone	Merge Box & Cylindre
